CLAIM LISTING

1-26. (Cancelled)

27. (Original) A method for displaying frames, said method comprising:

fetching a portion of a frame stored in a frame buffer;

storing the portion of the frame in another buffer;

fetching a plurality of pixels from the portion of the frame;

storing luma pixels in a luma pixel register, if the plurality of pixels comprise luma pixels; ~~and~~

storing chroma pixels in a chroma pixel register, if the plurality of pixels comprise chroma pixels;

wherein storing the chroma pixels in the chroma pixel register further comprises:

receiving the plurality of pixels over a first path;

receiving a portion of the plurality of pixels over a second path;

selecting the plurality of pixels from the first path, if all of the plurality of pixels are chroma pixels;

selecting the portion of the plurality of pixels from the second path, if a portion of the plurality of pixels are chroma pixels and another portion of the plurality of pixels are luma pixels;

storing at least one of the plurality of pixels in a chroma red pixel register, if the plurality of pixels are selected;

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storing at least one of the plurality of pixels in a chroma blue pixel register, if the plurality of pixels are selected;

storing at least one of the pixels from the portion of the plurality of pixels from the second path in the chroma red pixel register, if the portion of the plurality of pixels are selected; and

storing at least one of the pixels from the portion of the plurality of pixels from the second path in the chroma blue pixel register, if the portion of the plurality of pixels are selected.

28. (Original) The method of claim 27, further comprising:

decoding the frame; and

storing the frame in the frame buffer.

29. (Original) The method of claim 27, wherein the another buffer forms a portion of a display engine.

30. (Original) The method of claim 29, wherein the another buffer forms a portion of a feeder.

31. (Original) The method of claim 27, wherein storing the luma pixels in the luma pixel register further comprises:

receiving the plurality of pixels; and

providing the luma pixels to the luma pixel register, if the plurality of pixels comprise luma pixels.

32. (Original) The method of claim 27, wherein storing the luma pixels in the luma pixel register further comprises:

receiving the plurality of pixels over a first path;

receiving a portion of the plurality of pixels over a second path;

selecting the plurality of pixels from the first path, if all of the plurality of pixels are luma pixels; and

selecting the portion of the plurality of pixels from the second path, if a portion of the plurality of pixels are luma pixels and another portion of the plurality of pixels are chroma pixels.

33. (Original) The method of claim 27, wherein storing chroma pixels in the chroma pixel register further comprises:

receiving the plurality of pixels; and

providing the chroma pixels to the chroma pixel register, if the plurality of pixels comprise chroma pixels.

34. (Cancelled)

35. (Original) The method of claim 27, wherein storing chroma pixels in the chroma pixel register further comprises:

receiving the plurality of pixels;

providing chroma red pixels to a chroma red pixel register, if the plurality of pixels comprise chroma red pixels; and

providing chroma blue pixels to a chroma blue pixel register, if the plurality of pixels comprise chroma blue pixels.

36-37. (Cancelled)

38. (Currently Amended) A system for displaying frames, said system comprising:

a first circuit for fetching a portion of a frame stored in a frame buffer;

a buffer for storing the portion of the frame;

a state machine for fetching a plurality of pixels from the portion of the frame;

a luma pixel register for storing luma pixels, if the plurality of pixels comprise luma pixels; ~~and~~

a chroma pixel register for storing chroma pixels, if the plurality of pixels comprise chroma pixels;

a first multiplexer for receiving a first portion of the plurality of pixels over a first path, and for receiving a second portion of the plurality of pixels over a second path, the first multiplexer associated with a first portion of the luma pixel register;

a second multiplexer for receiving a remainder of the plurality of pixels from the first portion of the plurality of pixels over a first path, and for receiving the second portion of the plurality of pixels, the second multiplexer associated with a second portion of the luma pixel register; and

the first multiplexer provides the portion of the plurality of pixels to the first portion of the luma pixel registers and the second multiplexer provides the remainder of the plurality of the pixels to the second portion of the

luma pixel register if the portion of the plurality of pixels and the remainder of the plurality of pixels comprise luma pixels;

the state machine selects one of the first multiplexer and the second multiplexer, the selected one of the multiplexers providing the second portion of the pixels to the associated portion of the luma pixel register, if the plurality of pixels comprise luma and chroma pixels.

39. (Original) The system of claim 38, further comprising:

a video decoder for decoding the frame; and

the frame buffer for storing the frame.

40. (Original) The system of claim 38, wherein the buffer forms a portion of a display engine.

41. (Original) The system of claim 40, wherein the buffer forms a portion of a feeder.

42. (Cancelled)

43. (Cancelled)

Please add the following claims:

44. (New) A system for displaying frames, said system comprising:

a first circuit for fetching a portion of a frame stored in a frame buffer;

a buffer for storing the portion of the frame;

a state machine for fetching a plurality of pixels from the portion of the frame;

a luma pixel register for storing luma pixels, if the plurality of pixels comprise luma pixels;

a chroma pixel register for storing chroma pixels, if the plurality of pixels comprise chroma pixels;

a first multiplexer for receiving a first portion of the plurality of pixels over a first path, and for receiving a second portion of the plurality of pixels over a second path, the first multiplexer associated with a first portion of the chroma pixel register;

a second multiplexer for receiving a remainder of the plurality of pixels from the first portion of the plurality of pixels over a first path, and for receiving the second portion of the plurality of pixels, the second multiplexer associated with a second portion of the chroma pixel register; and

the first multiplexer provides the portion of the plurality of pixels to the first portion of the luma pixel registers and the second multiplexer provides the remainder of the plurality of the pixels to the second portion of the luma pixel register if the portion of the plurality of pixels and the remainder of the plurality of pixels comprise chroma pixels;

the state machine selects one of the first multiplexer and the second multiplexer, the selected one of the multiplexers providing the second portion of the plurality of pixels to the associated portion of the luma pixel register, if the plurality of pixels comprise luma and chroma pixels.

45. (New) The system of claim 44, further comprising:

a video decoder for decoding the frame; and

the frame buffer for storing the frame.

46. (New) The system of claim 44, wherein the buffer forms a portion of a display engine.

47. (New) The system of claim 46, wherein the buffer forms a portion of a feeder.